FINAL

THE REAL GHOSTBUSTERS

"THE SPIRIT OF AUNT LOIS"

(076005)

(SCRIPT)

Written by

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DIC ENTERPRISES, INC.

THE REAL GHOSTBUSTERS

"The Spirit of Aunt Lois"

FADE IN

INT FIREHOUSE - LONG SHOT OUT OPEN DOOR

It is early afternoon by the length of the shadows, a sunny day in New York. MUFFLED STREET SOUNDS. The garage bay of the firehouse is empty until, with a ROAR OF ENGINES, the Ecto-1 appears, turns toward the camera from tie street, and rolls into the Firehouse, FILLING THE SCREEN. The ENGINE IS DEAFENING until the ignition is switched off.

LOW CLOSE - DOOR OF THE ECTO-1

The door opens with a CREAK, and VENKMAN's legs step down. His boots are dripping with Ecto-slime. Slime drips from the door sill on to the garage floor. We hear VENKMAN in V.O.

VENKMAN V.O.
Oh, my achin' back...

MEDIUM - VENKMAN

VENKMAN groans and heads OS, while Stantz trudges by behind him, carrying two proton packs. VENKMAN speaks without looking at him. *

VENKMAN
Is it too late to switch jobs...
maybe sell aluminum siding?
Car insurance?

STANTZ pokes his head over VENKMAN's shoulder and says (before moving out of frame):

STANTZ
(enthusiastically)
You love it, and you know it.

VENKMAN
(pleasantly)
You really do live in another world, don't you? *

DOWNSHOT - FLOORBOARDS

The top of SLIMER's head and eyes poke through the floor. He is excited to see the guys home.

MEDIUM - SPENGLER AND ZEDDEMORE

They are carrying armfuls of smoking traps toward the cellar stairs.

ZEDDEMORE
That was a nasty one, Egon.

SPENGLER
Yes, a multi-dimensional crossrip of hyperbolic intensity, hitherto unknown within the visible spectrum of...

SPENGLER'S VOICE TRAILS OFF as he disappears down the stairs.

ZEDDEMORE
Egon, I love it when you talk like that.

ZEDDEMORE too disappears down the stairs. With a STICKY SLAP, SLIMER oozes through the back wall into the picture. He looks happy.

ANGLE - VENKMAN

He brushes himself off, being remarkably free of battle damage. *

VENKMAN
Well, kids, it's early and I've still got time for a nap. Hold all my calls...

Something hits him (O.C.), his expression changes, and he cries:

VENKMAN
Ahhhnnnhhh!

MEDIUM - VENKMAN

SLIMER is clinging to VENKMAN's leg. VENKMAN tries to shake him off.

VENKMAN
Get offa me, you ugly little spud!

SLIMER does not budge. STANTZ steps into the frame.

STANTZ
Hey, Peter, I think he likes you!

He tries to kick SLIMER loose but instead connects with the rear bumper of the Ecto-1. He howls. SLIMER floats away. VENKMAN is hopping and holding his ankle when SLIMER flies up to his face and plants a gooey kiss on his nose.

ANGLE - VENKMAN

He HOWLS in rage, swings about and grabs an induction rifle. *

VENKMAN
That does it, slime-ball! You're history.

VENKMAN starts to turn, slowly, looking for SLIMER.

OVERSHOULDER - VENKMAN

The CAMERA PANS the interior of the Firehouse, trying to discover SLIMER's hiding place until it comes face-to-face (CLOSE) with STANTZ.

STANTZ
Calm down, Peter.

CLOSE - VENKMAN AND STANTZ

They are nose to nose. STANTZ is desperately trying to talk his friend out of a rash act.

VENKMAN
I am calm, Ray - perfectly calm.

STANTZ
Good.

VENKMAN
Now if you'll excuse me, I'm going to fry up some Spud...here, Slimer, c'mon...

Peter stalks out of frame, induction gun in one hand, proton pack in the other.

ANGLE - ZEDDEMORE AND SPENGLER, BASEMENT

They are unloading traps into the containment, depositing ghosts and tossing the spent traps into the recharging bin when they hear a MUFFLED SHOUTING and the CRASH OF FEET from upstairs. They look at each other.

ZEDDEMORE
Uh-oh...

ZEDDEMORE bolts for the stairs, followed by SPENGLER.

MEDIUM - GHOSTBUSTERS OFFICE AREA

JANINE is standing on her desk, looking angry and afraid, while SLIMER tries to hide behind her legs. VENKMAN'S SILHOUETTE moves into the foreground, like a gunfighter ready to draw.

CLOSE - JANINE

JANINE
Dr. Venkman, don't you dare! There's nothing in my job description about target practice.

DOWNSHOT - VENKMAN

as SPENGLER and ZEDDEMORE hurry up behind him.

SPENGLER
Peter, this is irrational behavior.

VENKMAN
No, Egon. Finding the refrigerator empty, that's irrational...

CLOSE - VENKMAN AND SPENGLER

VENKMAN
...slime in my shoes, that's irrational! This will be fun.

He brings the proton up again, takes aim...

MEDIUM - GHOSTBUSTERS AND SLIMER

as Spengler puts himself in the line of fire.

SPENGLER
Wait, Peter. The value to science could be incalculable. We could get the Nobel Prize...

VENKMAN
We could get a <u>disease</u>! Have you seen what he did to the bathroom?

STANTZ
He'll get better, Peter -- you'll see.

VENKMAN gives STANTZ that look reserved for village idiots.

VENKMAN
Hah!

UPSHOT - CEILING

SLIMER, now that Peter's distracted, bolts upward, disappearing through the ceiling.

MEDIUM - GHOSTBUSTERS

VENKMAN frustrated, his target gone. He glances to ZEDDMORE. *

VENKMAN
You were saying?

ZEDDEMORE
Peter, you've got to have a little faith...

AUNT LOIS O.C.
That's right, Winston...

The guys turn at the sound.

MEDIUM - DOORWAY TO STREET

RAY'S AUNT LOIS, a prim, elderly lady with white hair and the sort of clothing that says she stopped following fashion around 1936, is standing in the doorway. She has a kindly smile.

AUNT LOIS
Hello, boys.

ANGLE - STANTZ AND VENKMAN

RAY STANTZ lights up and VENKMAN, for all of his frustration, smiles. AUNT LOIS is a favorite visitor at the station and all the guys like her.

STANTZ
Hi, Aunt Lois.

ZEDDEMORE, VENKMAN, SPENGLER
(ad-libbed hellos)

MEDIUM - GHOSTBUSTERS AND AUNT LOIS

The BOYS and AUNT LOIS are gathered in the sunlight falling through the doorway. AUNT LOIS hands RAY a covered dish. We can hear the SOUNDS OF THE STREET.

AUNT LOIS
Here, I made you some nice piroshkis for dinner.

STANTZ
Thanks, Aunt Lois. What brings you down this way?

AUNT LOIS
I wondered if you boys were busy this evening.

STANTZ
Oh, rats...I think we have a job at the Museum of Modern Art. Janine?

CLOSE - JANINE

She looks up in irritation.

JANINE
No, they canceled. They heard about the mess you made at the Guggenheim.
(acid smile)
Your calendar is clear.

MEDIUM - GHOSTBUSTERS AND AUNT LOIS

STANTZ
I guess we're free. What's up?

AUNT LOIS
Well, I have this headache, you see, and I'm sure it's spiritual.

ANGLE - AUNT LOIS

AUNT LOIS (CONT)
So I've called in a specialist...

CLOSE - STANTZ AND VENKMAN

STANTZ glances at VENKMAN, who shrugs and looks away. STANTZ looks warily at AUNT LOIS. He's heard this sort of thing before.

AUNT LOIS
Dr. Bassingame.

MEDIUM - GHOSTBUSTERS AND AUNT LOIS

STANTZ's face falls. He shakes his head in frustration.

STANTZ
That TV guy? He's a snake-oil salesman. An out-and-out fake.

AUNT LOIS
(stubbornly)
No...

CLOSE - AUNT LOIS

AUNT LOIS
...he's very good. You'll see.
(placating) Will you come?

ANGLE - VENKMAN AND STANTZ

STANTZ is about to say something he shouldn't but VENKMAN pipes up, wearily.

VENKMAN
Of course we'll come, Aunt Lois. Eight O'clock?

CLOSE - AUNT LOIS

AUNT LOIS walks spryly away as the GHOSTBUSTERS call back!

AUNT LOIS
Eight would be wonderful. I'm sure you'll enjoy it as much as I will.

MEDIUM - GHOSTBUSTERS

ZEDDEMORE is leaning against the doorway, still holding the piroshkis. VENKMAN is watching STANTZ and SPENGLER.

STANTZ
She makes me crazy.

CLOSE - STANTZ AND SPENGLER

STANTZ is staring angrily after his AUNT. SPENGLER puts a hand on his shoulder.

STANTZ (CONT)
I can't believe she's letting that quack into her house.

CLOSE - ZEDDEMORE

ZEDDEMORE
Lots of people used to say the same thing about us, Ray.

ANGLE - GHOSTBUSTERS

STANTZ
But we're scientists!

SPENGLER
Look on the bright side. The worst that can happen is the guy will look like a jerk and your Aunt won't believe him any more.

STANTZ
(skeptical) Maybe...

CLOSE - VENKMAN

VENKMAN
At any rate, I need a nap. Wake me about six.

VENKMAN turns and trudges through the door. The CAMERA PANS IN AND FOLLOWS as he walks to the stairs and heads up to the second floor.

INT FIREHOUSE, FRONT DOOR - MEDIUM

ZEDDEMORE passes by with the piroshkis. STANTZ, still upset, steps through the door, followed by SPENGLER.

SPENGLER
Come on, it'll be fine...

WIDE - FIREHOUSE. GHOSTBUSTERS AND JANINE

SPENGLER, STANTZ, ZEDDEMORE and JANINE freeze as they hear:

VENKMAN O.S.
SLIMERRRR....!

They look up.

VENKMAN O.S.
What have you done to my bed!?

FADE TO

EXT RESIDENTIAL STREET. NIGHT - MEDIUM

The Ecto-1 pulls up at the curb and THE GHOSTBUSTERS get out. They are wearing suits, and each straightens himself up as he alights. We hear in VOICEOVER.

STANTZ V.O.
(with dismay)
Bassingame! I still can't believe it!

VENKMAN V.O.
Now, Ray -- You were a charlatan once yourself.

The BOYS came round the ambulance and stop. They look up in admiration.

UPSHOT - AUNT LOIS' HOUSE

The house is a charming Old Victorian with turrets, gables, scrollwork, and the sorts of architectural knick-knacks that were common around the Gay Nineties. Trees wave darkly behind, but lights are burning in the windows and there is no sense of menace, just a pleasant old house (like the one in ARSENIC AND OLD LACE).

ZEDDEMORE (OS)
Nice. Eccentric, but nice.

DOWNSHOT - GUYS LOOKING UP

STANTZ
It's been in the family a hundred years. Aunt Lois was raised there.

INT AUNT LOIS' HOUSE, FRONT ENTRYWAY - MEDIUM

The entryway off the Parlor. We see the GUYS silhouetted in the frosted glass of the door. DOORBELL RINGS. AUNT LOIS appears from the parlor, goes to the door, opens it.

CLOSE - DOORWAY

The BOYS are standing there, smiling. STANTZ a bit thinly.

AUNT LOIS
My, how nice you all look. Come in.

AUNT LOIS heads for the parlor.

MEDIUM - PARLOR

AUNT LOIS leads the BOYS toward the door to the dining room. The parlor is full of knick-knacks, pictures, mementos. There are among these and not too blatant (hint for later) several pictures of bearded officers in white uniforms, a small Russian Orthodox icon, a Tsarist flag in a frame. ZEDDEMORE and SPENGLER are taking it all in, but VENKMAN is keeping an eye on STANTZ, who follows AUNT LOIS closely.

STANTZ
(pointedly)
Is <u>he</u> here yet?

AUNT LOIS
Oh yes, he's been here for hours, setting up...

STANTZ
Yeah, let's see this so-called equipment.

INT DINING ROOM - MEDIUM ON DOORWAY

AUNT LOIS throws back the double doors and the GHOSTBUSTERS peer in. They gasp.

REVERSE SHOT - WIDE

The dining room is as comfortably appointed as the parlor, but it has been overrun with an electrician's nightmare. Cables snake around the room, some leading under a large, round table in the center, others to boxes and consoles set discreetly behind the furniture. BASSINGAME, a small weasel of a man with an ingratiating smile pops up from under the rear of the table with a plug connector in each hand. He joins them with a flourish, then announces:

BASSINGAME
Finished. (broad smile) Ah, welcome!

ANGLE - STANTZ. AUNT LOIS, BASSINGAME

BASSINGAME hurries forward and shakes STANTZ's hand warmly. this is, of course, for AUNT LOIS' benefit.

BASSINGAME
You must be young RAY, and these are your Ghostbusters friends. How nice. Come this way.

All save Egon and Venkman step through into the dining room. At the sound of an O.S. buzzing, Egon takes out his

CLOSE - PKE METER - EGON'S HAND

The meter flashes, buzzes.

SPENGLER
Hmm...there really <u>is</u> something here, but I think it's dormant.

MEDIUM - BASSINGAME AND AUNT LOIS

BASSINGAME
Would you put that away, sir? We are using my equipment here tonight.

SPENGLER steps into the picture to show the reading to BASSINGAME, who waves it away.

SPENGLER
But we're getting some very strange --

BASSINGAME
Sir!

AUNT LOIS
Please, Egon. Put it away.

CLOSE - EGON

He looks distinctly upset, but nods.

MEDIUM - GROUP

BASSINGAME waves them to the table.

BASSINGAME
Now, if we could begin?

DOWNSHOT - GROUP SEATED AT THE TABLE

they are in the traditional seance circle, BASSINGAME at the head, AUNT LOIS to his left, then STANTZ, ZEDDEMORE, AP and VENKMAN.

ANGLE - VENKMAN AND SPENGLER

VENKMAN leans over toward SPENGLER and rubs his nose to cover is whispering.

VENKMAN
(sotto voce)
You really got a reading?

SPENGLER
(sotto voce)
Dormant, asleep, but definitely here.

VENKMAN
(sotto voce)
Can his equipment handle it?

CLOSE - SPENGLER

SPENGLER *
(emphatic)
His equipment isn't designed to handle it. It's designed to annoy it.

CLOSE - VENKMAN

VENKMAN
(sarcastic)
Oh. Good. As long at it is not completely useless.

BASSINGAME (OS)
Gentlemen...

ANGLE - VENKMAN, BASSINGAME, AUNT LOIS

BASSINGAME is looking smugly professorial. He takes AUNT LOIS and VENKMAN by the hands.

BASSINGAME
Join hands please...

The lights go down but we hear the HUM OF AN ELECTRONIC CONTRAPTION kicking in - BASSINGAME's equipment. We can still see the group in the near darkness.

CLOSE - BASSINGAME'S FEET BELOW THE TABLE

He is slipping his shoes off.

BASSINGAME (OS)
My equipment is designed only to encourage and record the manifestations you will witness...

His toes begin fiddling with a little keyboard on the floor.

BASSINGAME (OS)
Come forth, Oh Spirit that is troubling this woman...

ANGLE - VENKMAN, BASSINGAME, AUNT LOIS AND STANTZ

They are holding hands in the dark. BASSINGAME has his eyes closed, his head thrown back.

BASSINGAME
Come forth and show yourself...

CLOSE - BLACK BOX IN THE CORNER OF THE ROOM

The box begins to flicker - there is a projection lens mounted in it.

WIDE - TABLE GROUP

A GHOSTLY APPARITION appears in the air, a floating face with long hair streaming from it.

AUNT LOIS
Oh me!

ZEDDEMORE
(whispers)
How'd he do that?

SPENGLER
(whispers)
Hidden projector.

BASSINGAME
If we may have quiet, I shall endeavor to have the spirit speak to Lois...

CLOSE - BASSINGAME'S FEET UNDER THE TABLE

Fiddles with more keys.

BASSINGAME (OS)
...and tell her why it is troubled.

CLOSE - CORNER OF THE ROOM.

At first nothing is there. then two tiny points of light appear, faintly, and then begin to grow.

WIDE - SEANCE GROUP

The APPARITION is still floating above the table. We hear a voice.

APPARITION TAPE
Lois...Lois...my sleep is troubled...

CLOSE - FLOOR BEHIND A CHAIR

A hidden tape recorder is turning slowly in response to BASSINGAME's foot pedal.

ANOTHER ANGLE *

A spot of light appears and rapidly grows to full size: It is a DOMOVOY, a house spirit. It appears to be a bushy-bearded, busy-haired little man not over two feet tall, with a translucent body and white, glowing eyes. It heads toward

ANGLE ON TAPE RECORDER *

It snarls at the tape recorder baring three-inch fangs, and we hear a SOFT, UNEARTHLY GROWL.

UPSHOT - TABLE FROM FLOOR

More DOMOVIYE are popping into view.

CLOSE - AUNT LOIS

APPARITION TAPE
...only you can help me, Lois...

She appears to be full of concern.

AUNT LOIS
Oh dear, what can I do?

APPARITION TAPE
...help me, Lois...

CLOSE - STANTZ AND AUNT LOIS

He looks thoroughly disgusted. To AUNT LOIS:

STANTZ
Why, I bet it wants money.

AUNT LOIS
(whispered)
Ray!

APPARITION TAPE
...a sum of money was owed to me...

He smiles knowingly at her. She looks away, unconvinced.

CLOSE - FLOOR BEHIND CHAIR

The DOMOVOY extends a long tongue which curls around the revolving tape. It yanks, cutting the story off in mid-word.

APPARITION TAPE
...in a past life by an ancest-

The word ends with a SQUEAK. The DOMOVOY begins to eat the tape recorder. UGLY CRUNCHING SOUND.

ANGLE - AUNT LOIS AND BASSINGAME

AUNT LOIS is looking at the floating, now silent APPARITION.

AUNT LOIS
Spirit, what's wrong? why don't you speak?

CAMERA PULLS BACK to include VENKMAN. BASSINGAME is glaring at him but the GHOSTBUSTER looks genuinely innocent.

CLOSE - PROJECTOR BOX

A DOMOVOY is sitting on the projector box. It transforms itself into a glowing anthropomorphic prop-job airplane and launches itself into the air. A GHOSTLY AIRPLANE is heard. *

MEDIUM - UNDER TABLE

Two DOMOVIYE change into glowing teacups. THAT SOARS OS *

WIDE - SEANCE TABLE

The GUESTS sit back, stunned, as the air is suddenly filled with glowing teacups that spill gunk all over the place, drums, strafing planes, and shrieking ghosts, all with their own SOUND EFFECTS. *

ZEDDEMORE
Wow! This is impressive.

ANGLE - STANTZ AND AUNT LOIS

They duck as a STRAFING PLANE just misses them, dropping little parachute packages. *

AUNT LOIS
Oh, dear...

STANTZ
Hey, this is real!

The parachute packages explode like firecrackers. *

ANGLE - BASSINGAME AND VENKMAN

VENKMAN is batting at the floating teacuts circling his head. BASSINGAME looks up, trying to overlay his sudden fear with bravado. *

BASSINGAME
(bluffing)
Of course it's real. I'm a spiritualist.

The teacups collide and crash in a great flash, driving VENKMAN under the table. They turn back into DOMOVOY. *

CLOSE - UNDER THE TABLE

VENKMAN dives in, almost connecting with SPENGLER, who is sitting crosslegged with his PKE meter.

VENKMAN
You getting a reading on that thing?

SPENGLER
Trouble, Peter. Bassingame's waken up at least twelve separate Class Seven Classic Free-Floating Repeaters.

VENKMAN
(without enthusiasm)
Great. Can I go home now?

MEDIUM - THE TABLE

ZEDDEMORE ducks as a low-flying DOMOVOY strafes him. It skims the table, leaving a streak of flames burning in its wake. ZEDDEMORE slaps at the burning wood.

ANGLE - STANTZ AND AUNT LOIS

STANTZ
That does it. I'm going to get our equipment.

AUNT LOIS grabs his hands in hers.

AUNT LOIS
No, Ray. Dr. Bassingame can handle it, can't you Dr. Bassingame?

CLOSE - BASSINGAME

He ducks as a piece of crockery flies past his head.

BASSINGAME
Of course I can. I will do an exorcism.

MEDIUM - BASSINGAME, SPENGLER, VENKMAN

VENKMAN and SPENGLER have popped up from beneath the table and are peering over the rim. Venkman shakes his fist at BASSINGAME.

VENKMAN
(angry)
You're nuts, Doc...

AUNT LOIS steps into frame, as if to shield BASSINGAME from VENKMAN's anger.

AUNT LOIS
Peter, please...

AUNT LOIS and BASSINGAME duck as a DOMOVOY streaks low over them.

BASSINGAME
I will remove the spirits, but the unbelievers must leave...now!

AUNT LOIS
Ray, please...

ON GHOSTBUSTERS

who look, resigned, to one another.

INT PARLOR - MEDIUM OF GHOSTBUSTERS

The GHOSTBUSTERS are standing outside the closed dining room door, fuming. Inside the dining room can be heard BASSINGAME'S MUFFLED EXHORTATIONS and the THUMP AND BUMP OF BREAKING CROCKERY.

STANTZ
(to the watching gods)
I don't believe this!

VENKMAN
Better them than us.

STANTZ
That's not funny, Peter.

ANGLE - ZEDDEMORE LISTENING AT THE DOOR

ZEDDEMORE
Hey, guys, it's quieting down in there.

ANGLE - VENKMAN, SPENGLER, STANTZ, ZEDDEMORE

They crowd in by the door, listening.

VENKMAN
What do you think, Egon?

SPENGLER
I don't like it.

STANTZ
Sssh! Listen...

The door bursts open, flinging the GHOSTBUSTERS back into the room as BASSINGAME sails out. The door closes with a slam.

CLOSE - BASSINGAME AND STANTZ

BASSINGAME has landed on STANTZ, who growls, jumps up, dragging him by the collar, and prepares to throttle him. SPENGLER and VENKMAN drag STANTZ of and ZEDDEMORE grabs BASSINGAME.

BASSINGAME
Let me go! I'm getting out of there.

ANOTHER ANGLE

VENKMAN and ZEDDEMORE hoist up BASSINGAME as the NOISE LEVEL RISES dramatically. STANTZ enters frame.

STANTZ
Where's my Aunt?

BASSINGAME cringes.

BASSINGAME
(frantic)
Don't hit me. They have her cornered in there. I tried...

STANTZ looks at SPENGLER.

STANTZ
We've got to get her out of there!

MEDIUM - DOOR

The GHOSTBUSTERS, dragging BASSINGAME along, open the door and rush through in a HAIL OF NOISE.

EXT AUNT LOIS' HOUSE - WIDE

Lights are flickering wildly in the windows and we hear a crescendo of HOOTS, BATTLE CRIES, BUMPS, GROANS.

INT PARLOR - PAN

SPENGLER comes flying through the door, across the room, and hits the sofa, ending up with his legs on the cushions and his back on the floor. His glasses are across his nose and ear.

EXT SIDE OF THE HOUSE - WIDE

Two windows come flying out in a shower of glass as ZEDDEMORE and VENKMAN catapult through, landing in a hedge. The CAMERA TRUCKS IN TO VENKMAN, lying on his back with his arms, legs, and head sticking out of the bushes and ZEDDEMORE in head first, wriggling.

VENKMAN
Ow. Nice landing, Winston.

INT KITCHEN - FOLLOW SHOT

The CAMERA FOLLOWS BASSINGAME as he flies out of the dining room, rolls across the kitchen, down the back stairs, through the back door, off the back stoop, and on to the lawn. HE looks up, rises shakily, as if to run, and is then flattened by STANTZ falling on him from an upper widow.

EXT FRONT STREET - MEDIUM

The five are gathered around the Ectomobile, ZEDDEMORE keeping an eye on BASSINGAME. All are battered and rumpled. VENKMAN comes around the rear of the Ecto lugging the accelerator packs.

VENKMAN
O.K., Troopers, suit up. Cowboys-and-Indians time.

STANTZ
Peter, we can't use the accelerators in there, not with Aunt Lois in the way. It's too risky.

VENKMAN drops the proton packs on the lawn. SPENGLER winces and braces for an explosion, but nothing happens.

VENKMAN
Then we've got to figure out something else. What've you got on these nasties?

CLOSE - SPENGLER

He holds up TOBIN'S SPIRIT GUIDE, indicating the immense thickness of the book.

SPENGLER
Some sort of location spirit I'd guess. I can't look it up without more information.

CLOSE - SPENGLER

He sits down on the running board of the Ecto-1 and opens the book, the others, including BASSINGAME, crowding in around him, the ANGLE WIDENING.

SPENGLER
Quick -- Where was your Aunt born?

STANTZ
Mercy Hospital, Queens.

VENKMAN
But what about those flags and pictures in the parlor?

CLOSE - STANTZ AND SPENGLER

STANTZ
My family's Russian. They came over in the 1860's.

SPENGLER
That helps.

SPENGLER thumbs through the concordance of the book.

SPENGLER
House spirits, which we cross-index with Russian...got it!

The others lean into the frame.

SPENGLER
They are called 'Domoviye,' singular 'Domovoy.' Spirits that live in the house and make things go right.

ZEDDEMORE
Huh? They're helpful ghosts?

SPENGLER
Unless provoked. If you make them jealous they will become violent.

VENKMAN
So when this fruitbat...

BASSINGAME cringes.

VENKMAN
...dummied up his phony seance, our Russki phantoms got mad!

SPENGLER
They took it as a direct insult. To everything they stand for.

MEDIUM - ECTO-1

The five sink down to the sit up against the ambulance, SPENGLER in the middle.

STANTZ
So...bottom line: Just how dangerous are these things, anyway?

INT AUNT LOIS' DINING ROOM - WIDE

By way of answer, we see that the room is gradually being demolished by the cavorting DOMOVIYE, who bounce and fly about the room. One takes a bite out of a table leg, causing that end of the table to collapse. Another roots through a bookshelf, scattering books on the floor. A third breathes fire, setting alight AUNT LOIS' old Atwater Kent radio. It's like watching a motorcycle gang trash a bar. At the rear AUNT LOIS cowers in the fireplace, huddled in the ashes, keeping the andirons in front of her like a shield.

AUNT LOIS

Help!!

END ACT ONE

ACT TWO

FADE IN

EXT AUNT LOIS' HOUSE

PUSH IN as we HEAR sounds of destruction from within.

INT PARLOR - AUNT LOIS

She ducks as a DOMOVOY flies at her and then turns, disappearing upward. A framed picture crashes down on the hearth, its glass shattering. AUNT LOIS gasps.

AUNT LOIS
Oh no...help...someone!

MEDIUM - PARLOR DOOR

The door cracks open a foot and RAY STANTZ sticks his head through, down low to the floor. he is wearing a sauce pan as a helmet.

STANTZ
Aunt Lois...

He winces as something shatters on the helmet.

STANTZ
Are you all right?

CLOSE - AUNT LOIS

Peeking out from between the andirons.

AUNT LOIS
Ray, I'm here. I can't get past them.

CLOSE - STANTZ

STANTZ
Keep smiling, Aunt Lois. We're working on it.

INT PARLOR - CLOSE ON DOOR

STANTZ ducks through the door, slamming it behind him. Thee are STACCATO THUMPS as thrown objects hit the other side. He pushes back the sauce pan and takes a deep breath.

CAMERA PANS BACK to include ZEDDEMORE, still clutching the hapless BASSINGAME by the collar.

STANTZ
We've got to get their attention off her.

ZEDDEMORE closes his eyes and shakes his head.

ZEDDEMORE
Off of her and on to us, you mean.

CLOSE - VENKMAN AND SPENGLER

VENKMAN
O.K., Egon, you're the brain trust here. What do we do?

SPENGLER looks at VENKMAN as if he gets this sort of request every day (perhaps he does). He nods.

SPENGLER
'Well, they got angry when Bassingame held his phony seance. So if we hold another seance...that should draw them out after us.

VENKMAN leans toward BASSINGAME and the CAMERA FOLLOWS till they are both in frame.

VENKMAN
And I know just the weasel to lead it.

BASSINGAME looks stricken.

CLOSE - BASSINGAME

BASSINGAME
Me?

ANGLE - SPENGLER, VENKMAN AND ZEDDEMORE

The four are smiling broadly and nodding.

MEDIUM - BASSINGAME AND ZEDDEMORE

BASSINGAME
Oh no!

He jumps up to run and, as easily as pulling the leash on a dog, ZEDDEMORE reels him in by the belt. BASSINGAME runs in place.

CLOSE - ZEDDEMORE

He smiles broadly.

ZEDDEMORE
What enthusiasm! What get up and go!

BASSINGAME (OS)
(very fast)
...Why me? Why me? Why me?

INT DINING ROOM - MEDIUM

The door edges open. WHOOPS and SOUNDS OF BREAKING ITEMS ARE HEARD and a DOMOVOY hurtles across the front of the scene, but as yet the DOMOVIYE have not noticed the door. BASSINGAME is elbowed through, VENKMAN and STANTZ each holding tight to one of his hands, ZEDDEMORE holding on to VENKMAN, SPENGLER to ZEDDEMORE, STANTZ to SPENGLER. They form a circle, facing outward, and walk in clumsy compensating steps as they creep into the room. VENKMAN leans toward BASSINGAME.

VENKMAN
All right, wise guy. Let's hear some seance.

BASSINGAME swallows hard, then nods.

ANGLE - BASSINGAME AND VENKMAN

BASSINGAME
(gamely)
Oh Spirits of Darkness...Hear me.

OTHER END OF THE ROOM - WIDE

The DOMOVIYE stop what they're doing and turn toward the sound. Afloat and afoot, their eyes blaze, their fanged mouths open, and they charge.

MEDIUM - BASSINGAME AND GHOSTBUSTERS

BASSINGAME screams and dives out of the frame. The GHOSTBUSTERS don't look so good either as they duck, narrowly missing being impact by a brace of streaking DOMOVIYE.

ZEDDEMORE
Whoa! I <u>think</u> they heard you!

CLOSE - A TABLE

ANGLE - ZEDDEMORE

He ducks a pillow, a china pitcher smashes against his shoulder, and he yells:

ZEDDEMORE
What now, Ray?

ANGLE - STANTZ

RAY STANTZ is using a small table as a shelf as things crash and shatter on the surface.

STANTZ
(shouting)
Get them away from Aunt Lois! As far as you can.

VENKMAN slides into the frame, crawling on his knees and elbows. The DIN OF BATTLE continues around them.

VENKMAN
Where's Bassingame?

STANTZ
Forget him. Chant!

VENKMAN
What?

STANTZ
Chant! They'll think the seance is still going on!

VENKMAN and STANTZ look at each other. VENKMAN shrugs.

VENKMAN
You got it. And a one, and a two, and a --

CLOSE - SPENGLER

He crouches under an overturned chair. He peeks out, then...

SPO
Om mane padme hummm...

CLOSE - ZEDDEMORE

he's under a rug, his head and one arm sticking out. He swings a floor lamp to keep the DOMOVIYE at bay.

ZEDDEMORE
I get no kick from champagne...

CLOSE - STANTZ AND VENKMAN

Still behind the table, VENKMAN cowering, STANTZ with his head out, trying to see AUNT LOIS.

VENKMAN AND STANTZ
Ninety-eight bottles of beer on the wall, Ninety-eight bottles of beer...

ANGLE - LOIS

She peers out of the fireplace, momentarily free of attack. The singing continues O.S. Looking both ways, she runs. She is surprisingly spry for her age.

INT PARLOR - MEDIUM

AUNT LOIS has gained the safety of the Parlor. She slams the door behind her. There's a tremendous CRASH from inside the dining room -- and then a knock from the other side of the door. She pulls it open as STANTZ, ZEDDEMORE, SPENGLER and VENKMAN tumble through a heap. VENKMAN looks up at her.

CLOSE - VENKMAN

VENKMAN
You really should tack that rug down. Someone could get killed.

UPSHOT - AUNT LOIS

She is standing over the boys, wringing her hands in concern.

AUNT LOIS
Oh, dear. Are you all right?

WIDE - GHOSTBUSTERS AND AUNT LOIS

They pick themselves up as, through the door, THE SOUNDS OF BATTLE rage in the living room. ZEDDEMORE walks warily to the door.

CLOSE - ZEDDEMORE

He looks back at the others.

ZEDDEMORE
I don't get it. Why didn't they follow us out?

ANGLE - SPENGLER AND VENKMAN

VENKMAN
They will when they finish dinner.

SPENGLER
No, they won't.

VENKMAN turns to SPENGLER, momentarily nonplussed. He puts an arm around SPENGLER's shoulder.

VENKMAN
Tell me, oh wise one who knows the minds of spooks. Why not?

SPENGLER
Because they're Domoviye. Location spirits. they were peaceful, even beneficial until Bassingame stirred them up. Good or bad, they belong to <u>that</u> specific room.

VENKMAN shrugs.

VENKMAN
Well, if you're going to be <u>logical</u> about it...

ANGLE - LOIS

AUNT LOIS
Wait -- where's Dr. Bassingame?

There is a PARTICULARLY LOUD O.S. CRASH and some TERRIFIED YELLING.

WIDE - GHOSTBUSTERS

They look at each other. ZEDDEMORE gestures toward the dining room.

ZEDDEMORE
I believe that the gentleman is otherwise occupied.

ANGLE - AUNT LOIS AND STANTZ

AUNT LOIS
Oh, that poor man!

STANTZ turns to her in disbelief.

STANTZ
Poor man? He's the one who caused this mess.

VENKMAN steps into the frame and puts a restraining hand on STANTZ's arm.

VENKMAN
Yeah. But y'know we <u>do</u> have to get him out of there.

STANTZ
Why?

VENKMAN leans over and whispers something in his ear. STANTZ brightens, then breaks into a smile.

STANTZ
Oh, yeah.

MEDIUM - AUNT LOIS AND STANTZ

STANTZ
Aunt Lois, will you let us bring in our equipment now?

AUNT LOIS nods sadly.

AUNT LOIS
Yes, I'm sorry, Ray. I guess when it comes to ghosts, you know best.

EXT - ECTOMOBILE - DOOR

The door swings into frame.

CLOSE - STANTZ

STANTZ zips up his coveralls.

CLOSE - ZEDDEMORE

ZEDDEMORE, in coveralls, pulls on his gloves.

CLOSE - SPENGLER

SPENGLER, in coveralls and gloves, shoulders his proton pack.

CLOSE - VENKMAN

VENKMAN, in coveralls, gloves and proton pack, pulls on a NY Yankees baseball cap. He has that twisted-serious look on his face that we have come to know and love.

VENKMAN
Gentlemen, start your engines.

ANGLE - VENKMAN, STANTZ, ZEDDEMORE, SPENGLER

They snap on their nuclear accelerators, which start up with a DEEP, DISTURBING HUMM. In the distance, dogs begin to howl. VENKMAN turns to SPENGLER.

VENKMAN
You've got to do something about that, Egon.

CLOSE - SPENGLER

EGON is fiddling with the controls of his induction rifle.

SPENGLER
Set your streams for close Range Proximity Cushion. We'll do less damage to the house that way.

ANGLE - STANTZ AND ZEDDEMORE

STANTZ
And try not to hit Bassingame...
(a smile)
...unless he gets in the way, of course.

INT DINING ROOM - MEDIUM

The door crashes open and there stands PETER VENKMAN in full kit, looking like the ultimate in exterminators. He steps in and to one side and his place is taken by STANTZ, the SPENGLER, then Zeddemore. The room has gone suddenly quiet.

CLOSE - SPENGLER

SPENGLER
Let's go with a conic projection first.

CLOSE - VENKMAN

VENKMAN
Right, Egon, you boy-genius you.

WIDE - DINING ROOM

The DOMOVIYE stop what they're doing and hover at the opposite end of the room. Their eyes glow brightly. Then they form up into two lines and start to move toward the CAMERA.

ANGLE - VENKMAN, ZEDDEMORE, SPENGLER, STANTZ

As they drop to one knee and prepare to fire from the hip.

UPSHOT - DOMOVIYE

The two lines of DOMOVIYE pause and (with the SFX of DIVING AIRCRAFT) they do wing-over dives.

DOWNSHOT - GHOSTBUSTERS

They look up at the diving DOMOVIYE and fire, multi-colored streams arcing into the air.

WIDE - BATTLE

The GHOSTBUSTERS sweep their arcing streams of energy around, being careful not to cross them as the DOMOVIYE retreat. The streams seem to stop miraculously short of walls but they cut through and blast furniture into rubble. STANTZ and SPENGLER lock two of the DOMOVIYE into an energy cage.

CLOSE - SPENGLER

SPENGLER
We need a trap over here!

ANGLE - VENKMAN

VENKMAN slides the trap out under the glowing cage and poises over the trigger.

CLOSE - VENKMAN

His face bright in the harsh energy glare.

VENKMAN
Ready!

MEDIUM ANGLE - SPENGLER, STANTZ, VENKMAN

SPENGLER
Go!

VENKMAN hits the trigger just as the other two cut their streams and the two DOMOVIYE are sucked down in a waterfall of light into the trap. The trap rocks once, blue lightnings play over the surface, and the indicator light begins to blink full. VENKMAN reels in the trap by its cord.

CLOSE - ZEDDEMORE

ZEDDEMORE tracks a stream after a swiftly-fleeing DOMOVOY.

MEDIUM - DOMOVOY

A fleeing DOMOVOY pauses, looking as breathless as a ghost can look, when a stream of protons smashes a nearby table to smithereens. The DOMOVOY is thrown backwards and caught by the light of a trap. With a surprised look it is sucked away.

WIDE - ZEDDEMORE, VENKMAN AND STANTZ

They stand in a triangle, their streams closing around a trio of DOMOVIYE which whirl faster and faster trying to escape. The cage formation appears, then, in a blaze of light, they are sucked into the trap, the CAMERA PANNING DOWN AND IN to a grinned EGON SPENGLER as he releases the trigger.

CLOSE - TRAPS

Three blinking traps are sitting by the door. A fourth is thrown down next to them.

CLOSE - VENKMAN

He's creeping along the burned carpet until he comes to a battered breakfront. He peers under it.

VENKMAN'S POV

There in the dark are glowing two malevolent eyes.

REVERSE SHOT

VENKMAN is aiming his induction rifle.

VENKMAN
Hi, fella. Smile!

He fires.

CLOSE - VENKMAN

As he fires under the breakfront, the CAMERA PANS RAPIDLY as the DOMOVOY comes flying out the other side and into the trap that ZEDDEMORE is holding. ZEDDEMORE grins.

ZEDDEMORE
Nice shot, Peter.

MEDIUM - DINING ROOM

DOMOVOY flying into a trap.

CLOSE - STANTZ AND SPENGLER

Firing, back to back, as DOMOVIYE circle.

CLOSE - TRAPS

Traps Seven and Eight join the ranks.

WIDE - DINING ROOM

The room is quiet, only smoke rising from the rubble. From behind the foreground remains of the breakfront, STANTZ emerges, clutching his rifle, looking for more targets, but there are none. He swings his weapon around slowly as VENKMAN emerges from the rubble behind him.

VENKMAN

Ray...?

STANTZ

(startled)
AHHHHNNNHH!

He looses a stream of charged particles.

MEDIUM - ZEDDEMORE

ZEDDEMORE jumps away just as the particle stream smashes the remains of a easy chair.

ZEDDEMORE

Whoa, watch it!

MEDIUM - VENKMAN AND STANTZ

STANTZ is looking sheepishly at his induction rifle as VENKMAN looks on.

STANTZ

Sorry.

VENKMAN

It's okay. Cease fire, guys. We won.

VENKMAN looks O.S., then freezes, his face falling.

VENKMAN

Oh oh...

MEDIUM - DOORWAY

AUNT LOIS has just come through the door and stands there, looking at the remains of her dining room. She takes a step forward.

AUNT LOIS

Oh my...

The SHOT WIDENS to include the GHOSTBUSTERS as they gather around her.

SPENGLER
(earnestly)
We're real sorry about the mess, mam.

AUNT LOIS looks at them with the kindly smile.

AUNT LOIS
That's all right, boys. They did most of the damage before you even started.

She looks around.

DOWNSHOT - RUBBLE

There is the charred remains of a carrying case with the name BASSINGAME stenciled upon it.

AUNT LOIS
Oh dear, Dr. Bassingame...is he?

MEDIUM - ZEDDEMORE

He is standing by the tattered sofa. He smiles.

ZEDDEMORE
Oh no, mam. He's right here.

ZEDDEMORE kicks the sofa gently and it discorporates into a pile of junk. From the rubble emerges BASSINGAME. he looks at ZEDDEMORE dully.

BASSINGAME
Is it over?

ZEDDEMORE
Umm-hmmmmm.

ANGLE - AUNT LOIS AND STANTZ

AUNT LOIS' face darkens with anger.

AUNT LOIS
You...you...charlatan! I'll never trust a spiritualist as long as I live.

STANTZ looks at her in support. *

STANTZ
There's nothing wrong with giving someone * a chance, Aunt Lois, but there's a time and a place..and this was neither.

WIDE - GROUP

STANTZ
This was a job for...

GHOSTBUSTERS
The Ghostbusters!

MEDIUM - VENKMAN, BASSINGAME, STANTZ

VENKMAN and STANTZ are standing very close to BASSINGAME, blocking any possibility of an untimely retreat.

BASSINGAME edges away and straightens his clothing, or what is left of it.

BASSINGAME
Well folks, it's been a long evening and I have to be getting home...

CLOSE - BASSINGAME

He stops suddenly, for there are men in coveralls in front of and behind him. He looks up and THE SHOT PULLS BACK to reveal STANTZ (front) and VENKMAN (behind).

STANTZ
Aren't you forgetting something?

BASSINGAME
That's all right. You can keep my equipment. It's broken anyway. Of course I'll expect full payment for my services.

CLOSE - AUNT LOIS

AUNT LOIS
Payment?! What about the damages? You wrecked my dining room.

ANGLE - BASSINGAME, VENKMAN AND STANTZ

BASSINGAME steps quickly from between the two and turns to face them.

CLOSE - BASSINGAME

Suddenly very smooth again, he prepares to deliver his best shot. He pulls a sheaf of papers from his charred jacket and hands it O.S.

BASSINGAME
If you'll read your contract you'll see that I'm not liable for any damages incurred as a result of spiritual work on the premises.

MEDIUM - SPENGLER AND ZEDDEMORE

ZEDDEMORE is scowling. SPENGLER explodes.

SPENGLER
You...you crook! You have all the principles of a snake! *

ANGLE - BASSINGAME

With a shrug, he nods.

BASSINGAME
(slight smile)
Thanks. But flattery won't get you out of this -- a contract's a contract. *

MEDIUM - STANTZ, AUNT LOIS, VENKMAN

The three are looking over the contract. VENKMAN looks up.

VENKMAN
Y'know, he's right. According to this contract he doesn't <u>have</u> to pay for any of this.

VENKMAN leans forward, the CAMERA PANNING IN ON HIM.

VENKMAN
But I think he'll want to pay for it...out of the goodness of his heart.

ANGLE - BASSINGAME

BASSINGAME
(snidely)
And what makes you think that?

CLOSE - VENKMAN AND STANTZ

VENKMAN looks at STANTZ.

VENKMAN
Ray...

STANTZ
Because, if you don't we're gong to find out where you live and deliver those...

ANGLE - BASSINGAME

he glances down at the smoking, blinking traps at his feet. One of them rocks a bit, causing blue lightning to flow across the surface. Bassingame looks up, his face white.

RAY (OS)
...to your front door.

BASSINGAME
You wouldn't...

MEDIUM - STANTZ, SPENGLER, AUNT LOIS, ZEDDEMORE, VENKMAN

All five are smiling and nodding their heads yes.

CLOSE - BASSINGAME

Who nervously removes a checkbook.

BASSINGAME
Will you take a check?

WIPE TO:

INT PARLOR - LATER - BASSINGAME, AUNT LOIS, VENKMAN, STANTZ

BASSINGAME finishes writing out the check and hands it to AUNT LOIS.

ANGLE - BASSINGAME

He puts on his hat, which crumbles into junk. He sweeps it angrily off, turns and stalks away, the CAMERA FOLLOWING. As he goes, two bright spots of light appear, then the glowing form of a DOMOVOY. Unbeknownst to BASSINGAME, it is riding on his back.

ANGLE - GHOSTBUSTERS, AUNT LOIS

As the Ghostbusters, seeing this, exchange a wink and pleased smile. Aunt Lois, looking dismayed and surprised at the sight of the Domovoy, puts hand to mouth.

CLOSE - AUNT LOIS

Waving to the OS Bassingame.

AUNT LOIS
Dr. Bassingame! Wait! You have a --

ON GHOSTBUSTERS

Their smiles fading.

ON BASSINGAME - DOOR

Who turns, the Domovoy still on his back, to face Aunt Lois.

BASSINGAME
Yes?

ANGLE - AUNT LOIS

Whose face expands into a sly, mischievous smile.

AUNT LOIS
Have a . . . nice day.

WIDE

As Bassingame Hmphs! and heads OS, slamming the door behind him. Venkman puts an arm around Aunt Lois.

VENKMAN
You know -- I like the way you think.

ALL
(laugh)

And on that moment we

FADE OUT:

THE END